1.   (Twice Amended) A drawing method for displaying image data about a plurality of objects including an opaque object and semitransparent objects, each having information about a depth direction, on a computer display screen by using an updatable Z-buffer as a storage, said method comprising the steps of:

(a) drawing said opaque object alone of the image data, while updating said Z-buffer and executing a hidden surface removal by said Z-buffer algorithm;

(b) drawing said semitransparent objects alone of the image data without updating said Z-buffer and while executing the hidden surface removal by said Z-buffer algorithm; and

(c) drawing said semitransparent objects alone of the image data, while updating said Z-buffer and executing the hidden surface removal by said Z-buffer algorithm.

6.   (Amended) A raster scan display which can execute the drawing method of claim 1.

7.   (Amended) A raster scan display having the drawing apparatus according to claim 3.

Please add the following new claims:

10.   The method according to claim 1, wherein during step (c) the semitransparent object that is nearest to a view point is earlier drawn by executing alpha blending, while updating said Z-buffer and executing the hidden surface removal by said Z-algorithm.

11.   The method according to claim 1, wherein during step (b) the semitransparent objects are alpha blended without regard to location relative to a view point.